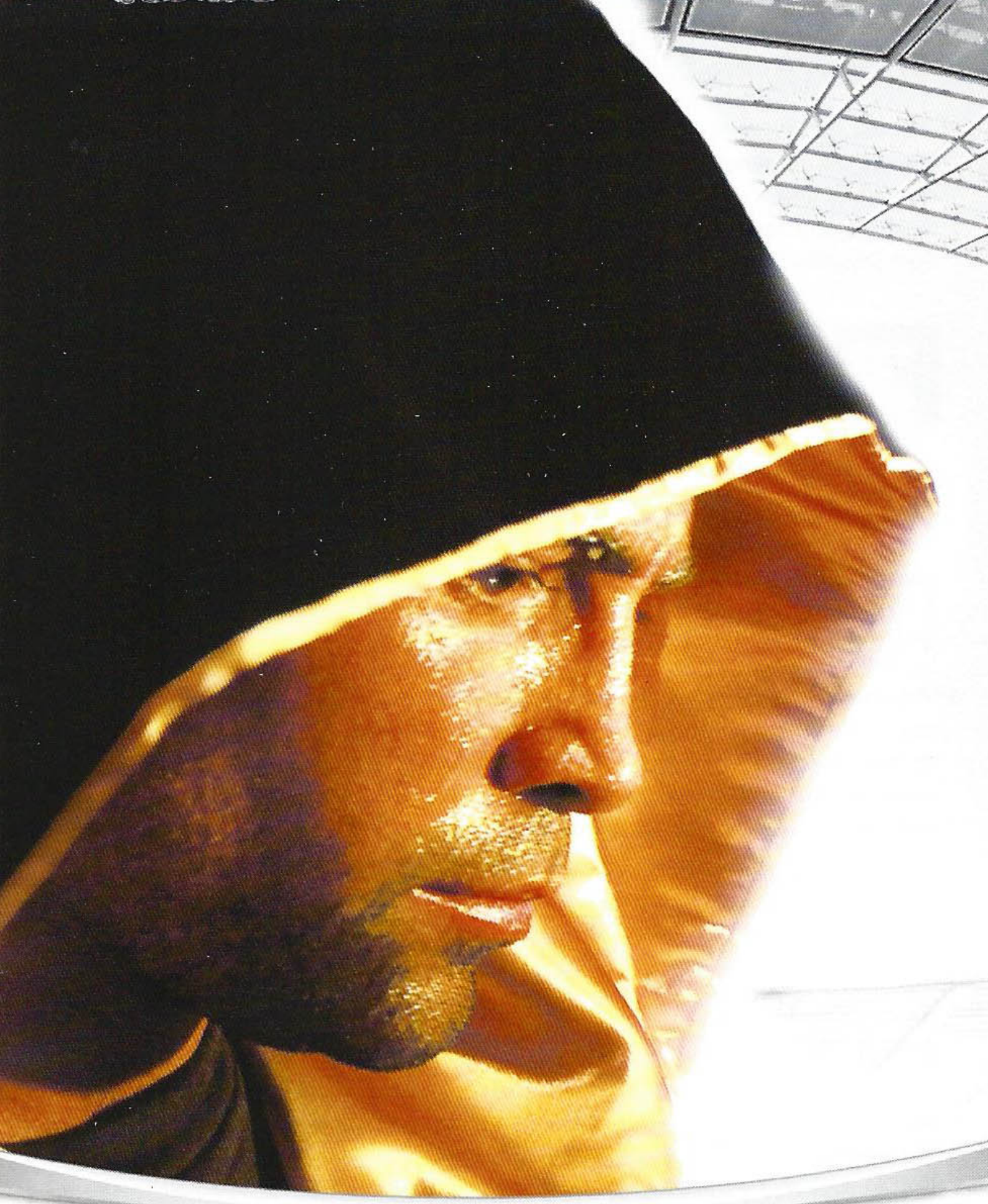


EA SPORTS

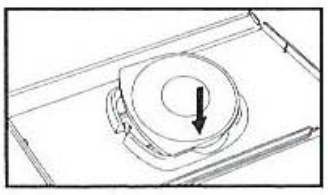
FIGHT NIGHT

ROUND 3

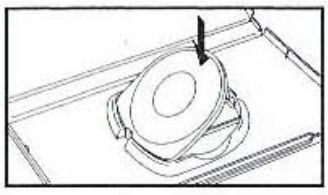
EA SPORTS™

PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email **anti-piracy@eu.playstation.com** or call your local Customer Service number given at the back of this manual.

PARENTAL CONTROL

This PSP™ (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

ULES-00270

EA SPORTS™ Fight Round 3 © 2006 Electronic Arts Inc. Library programs © 2003-2006 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. FOR PERSONAL USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast, public performance and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited. Published by Electronic Arts Ltd. Developed by Electronic Arts Inc.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty.
Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-

VIOLENCE BAD LANGUAGE FEAR SEXUAL CONTENT DRUGS DISCRIMINATION

For further information visit http://www.pegi.info

PARENTAL CONTROL LEVEL

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

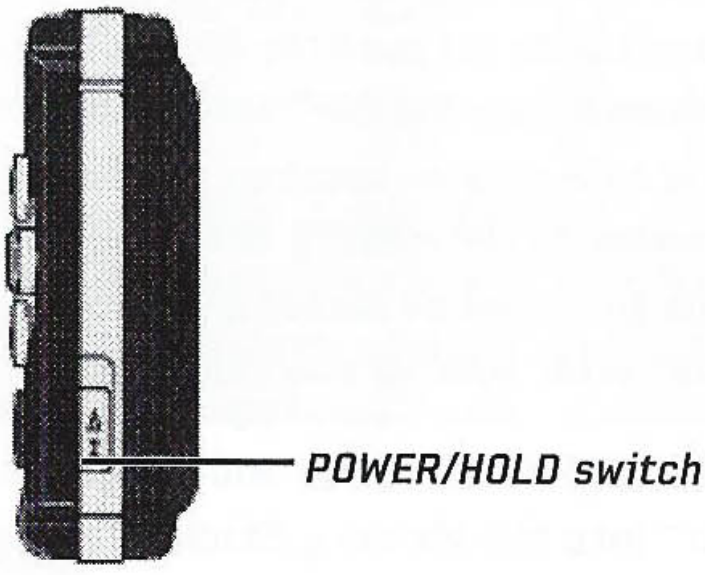
CONTENTS

Starting the Game 3
Wireless (WLAN) Features 4
Basic Controls 5
Playing the Game 6
Rival Challenges 9
Game Modes 10
Warranty 13
Customer Support 14

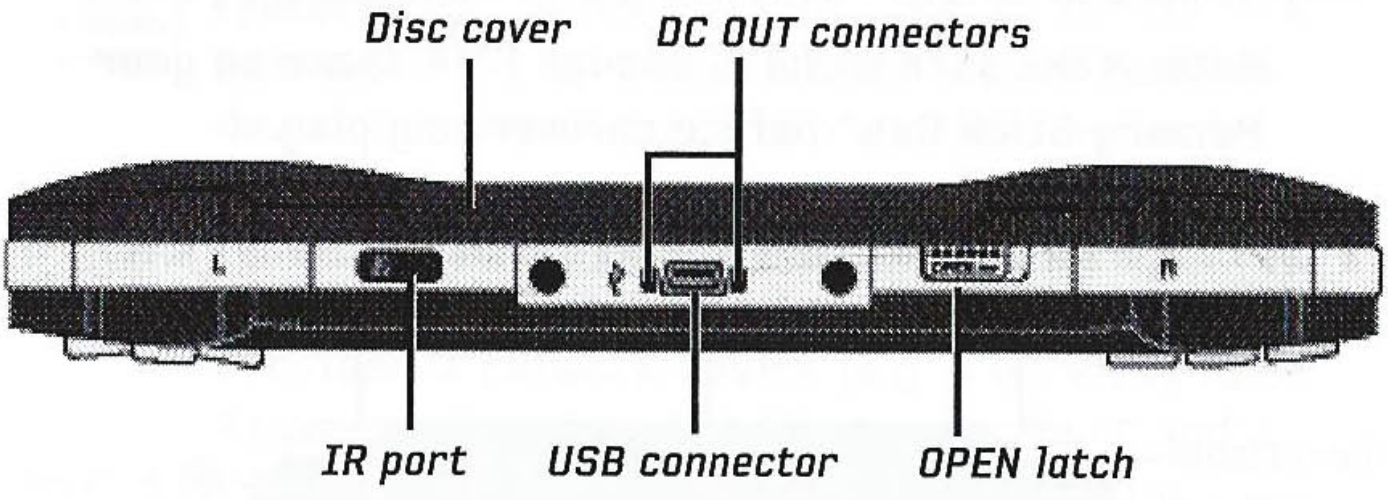
Note: Take a look at EA SPORTS™ online at www.easports.com

STARTING THE GAME

RIGHT SIDE VIEW



FRONT VIEW



1. Set up your PSP™ (PlayStation®Portable) handheld entertainment system according to the instructions in the PSP™ system Instruction Manual.
2. Turn the PSP™ system on. The POWER indicator lights up in green and the Home Menu is displayed.
3. Select your preferred language from the System Home Menu.
4. Press the OPEN latch to open the disc cover. Insert the *EA SPORTS™ FIGHT NIGHT Round 3* disc into your PSP™ system with the label facing the rear of the PSP™ system and then securely close the disc cover.
5. From the Home Menu, select the icon and then the icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button to start the software.
6. Follow the on-screen instructions and refer to this manual for information on using the software.

Note: Do not eject a PSP™ Game while it is playing.

MEMORY STICK DUO™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

Warning! Do not push the POWER/HOLD Switch whilst data is being uploaded from the PSP™Game as this may cause data corruption.

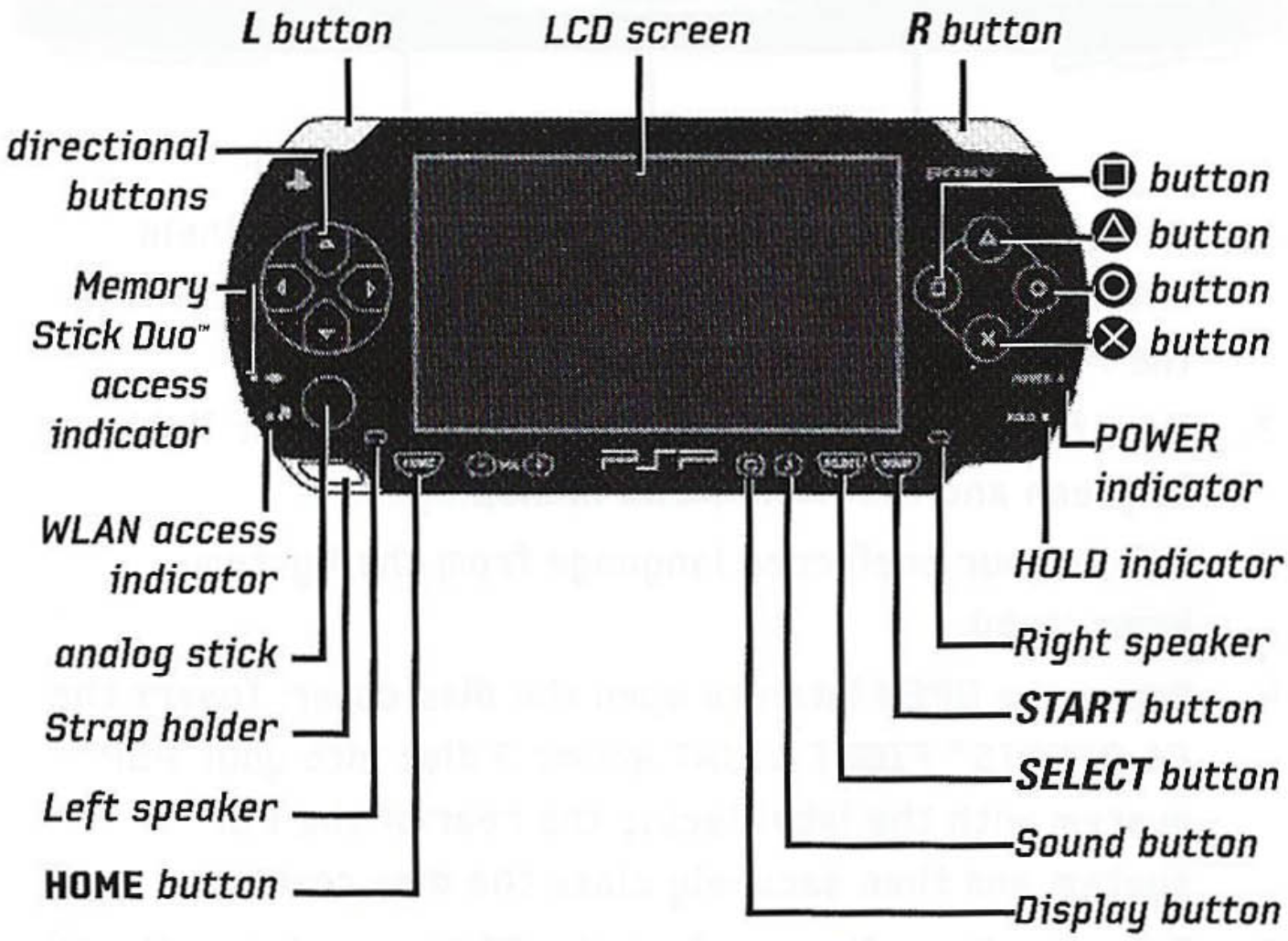
This title uses an autoload feature on boot up where any data present on the Memory Stick Duo™ will be autoloaded.

This title uses an autosave feature. Insertion of a Memory Stick Duo™ after boot up may result in loss of data.

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of your system. You can load saved game data from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved games.

Note: Make sure there is enough free space on your Memory Stick Duo™ before commencing play.

PSP™ (PlayStation®Portable) SYSTEM

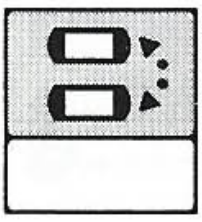


WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).

Ad Hoc Mode

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



Game Sharing

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™Game in their PSP™ system.

Infrastructure Mode

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

BASIC CONTROLS

MENU CONTROLS

Highlight menu items	directional button ↑ / ↓
Cycle choices/Move sliders	directional button ← / →
Select/Go to next screen	⊗ button/directional button →
Return to previous screen	△ button/directional button ←

RING CONTROLS

Boxer Movement	analog stick
Left straight	□ button
Right straight	△ button
Left hook	⊗ button
Right hook	○ button
Left uppercut	⊗ button + □ button

Right uppercut	△ button + ○ button
Body punch modifier	L button
Left Haymaker hook	L button (lean to the left) + ✕ button
Right Haymaker hook	L button (lean to the right) + ○ button
Left Haymaker uppercut	L button (lean to the left) + ✕ button + □ button
Right Haymaker uppercut	L button (lean to the right) + △ button + ○ button
Taunt	directional button ←
Signature punch	directional button ↓
Illegal blow	directional button →
Clinch	directional button ↑
Lean	L button + analog stick
Block high	R button
Block low	R button + ✕ button/ R button + ○ button
Parry high (left)	R button + □ button
Parry high (right)	R button + △ button
Parry low (left)	R button + ✕ button + □ button
Parry low (right)	R button + △ button + ○ button
Pause game	**START** button

Note: To perform a parry when using control configuration 3 and 4, press the Block/Parry button simultaneously with the opponent's punch.

PLAYING THE GAME

Before you fight your way up the rankings in Career mode, get a feel for the ring in Play Now mode.

USER PROFILE

Save your personal stats and accomplishments in every game mode with a User Profile, a gamer file linked to the boxer of your choice. When creating a new profile, you can start a career with a legend or create a new boxer from scratch (see *Create New Career* on p. 12).

SELECT BOXER SCREEN

After selecting Play Now from the Main menu, the Select Boxer screen appears. From here, you can choose the fighters for the upcoming fight. Six weight classes are available to choose from, plus a list of greats from boxing's past and present including Muhammad Ali, Roy Jones Jr. and Bernard Hopkins. After the fighters are selected, move the controller icon next to the boxer you want to control.

SELECT VENUE SCREEN/SETTINGS

Before stepping into the ring you can select new game controls or adjust your settings including Difficulty, Number of Rounds and more. After your options are set, select your favourite venue to fight in.

INSIDE THE RING

Take full control of the fight in the ring- and between the rounds as well.

EA SPORTS™ HAYMAKER

With the EA SPORTS Haymaker, you're one punch away from flooring your opponent. When the timing is right, unload this devastating punch to alter the course of the fight.

To trigger a Haymaker hook or uppercut, lean your fighter to the side; the Haymaker Meter begins to charge. When the glove icon begins to flash, you're at maximum power and set to unleash the most vicious punch in boxing.

EA SPORTS™ CUTMAN

Use the EA SPORTS Cutman between rounds to minimise the damage. Nagging injuries can persist from round-to-round and haunt you throughout the fight. If the damage is too severe, the fight can be stopped. Make sure you address heavy swelling and cuts around the eyes.

While sitting in your corner, you have 30 seconds to repair any damage sustained in the previous round. Using your cutman's bucket of tools, add pressure anywhere on your boxer's face by using the analog stick until the damage meter reads zero. Press the ○ button, the ✕ button, the □ button or the △ button to select the area you want to heal. Move the analog stick to apply the tool with a slow arching motion to match the moving highlight. If you're in bad shape, you may not have enough time to reduce every area so make sure you address the hardest hit areas first. To switch between cuts and swelling, press the L button or the R button. You can also press the △ button to auto-heal your boxer (the CPU auto-heals only a small amount of cuts and bruises on your boxer before the next round begins).

KNOCKDOWNS

When your fighter gets knocked down, the screen becomes blurry and the referee begins a 10 count. To pick yourself up from the canvas, align the recovery targets by moving the analog stick toward the floating image. Once both objects are linked together, your fighter picks himself up off the canvas.

PENALTIES/STOPPAGES

Watch the low blows and illegal punches. If caught, you'll get away with a warning the first time and then penalised one point off your score in the round for each following infraction that is caught by the ref. Rack up too many penalties and the ref will disqualify you. Fights can also be stopped by the ref or a corner due to damage, resulting in a TKO. When the 3-knockdown rule is in effect, a TKO results from getting knocked down three times in a round.

END OF FIGHT

If the fight goes the distance, the judges tally the final

scores and the winner is announced. After seeing the judges' cards, the Fight Totals screen appears and displays the final punch totals for the bout.

PAUSE MENU

Press the START button during gameplay to access the Pause menu. From here, you can change your options, review fight stats or throw in the towel.

SAVING AND LOADING

Before exiting a game mode, make sure you save your progress to a Memory Stick Duo™. All unsaved information will be lost otherwise. You can save profiles, which include your game settings, created boxers and Career mode progress.

- You can access your saved information from the Game Data screen (via the My Corner menu). From here you can save, load and delete a profile and manage your files.
- When Autosave is enabled, game data is automatically saved when exiting a game mode.

RIVAL CHALLENGES

- During each challenge, you can earn gold, silver and bronze medals – it all depends on your performance. There are a variety of challenges – you can repeat the task if you fail to reach your goal the first time around.

Repeat History Relive the greatest fights of all time. Classics include Ali vs. Frazier, Hopkins vs. Taylor and more.

Change History Alter the course of boxing history by replaying and reliving some of the greatest bouts in history.

My History Compete against legends with distinct fighting styles, including Taunt Specialist, Big Hits, Crowd Pleaser and more. Success in these situational scenarios may not be determined by a win or loss, but how well you execute a specific fighting skill.

GAME MODES

CAREER MODE

Take a created boxer or rebuild a boxing legend and see if they have what it takes to become the top-ranked boxer in a respective weight class.

CHOOSING A CAREER

When you first begin your boxing career, you start out in the amateur class with little-to-no experience. Amateur fights give you the much-needed experience to improve as a boxer, with little cash required. After winning a few amateur bouts, you'll soon earn a chance to fight for the amateur title. If you're good enough to win the belt, you are offered to fight in the undercard at pro events.

After turning Pro, the lower-ranked opponents seek you out to make a name for themselves. Your goal is to improve your fighter's rankings by racking up victories. After a few wins, the venues get bigger and the purse size begins to increase. With a little luck and a lot of skill, you can earn enough to buy some accessories from the Fight Store.

CONTRACTS

Manage your career by scheduling fights and signing short-term fight contracts. Depending on your win-loss record and ranking, you can choose from a variety of opponents. Pick your opponent wisely by checking out potential match-ups and purse totals because whom you fight affects your chance to win a title. Before signing a contract, make sure you read the fine print. Not every fight is worth your time and energy.

It's wise to hire an experienced trainer and cutman specialist before a fight. Without these men in your corner your career will be short-lived.

CAREER STATUS

The top 50 professional boxers in your weight class are listed in the Ranks screen. You can view win-loss records and number of KO's on their bios. You can view all your awards and championship belts you've won from the Trophy Case.

See where you rank among the Top 50 boxers in your weight class and make note of the symbols next to each boxer to learn more about your opponents.

Current Belt Holder

Rival

Rookie Boxer

Aging Boxer

FIGHT STORE

Use your earnings in Career mode (or in Rival Challenges) to buy new gear such as trunks and gloves. Some upgrades cost more than others so you have to dominate inside the ring to unlock them all. You can also add signature punches, taunts and tattoos to your boxer. Some of the items in the store must be unlocked before they are available for purchase. What you can afford all depends on the money in your account.

> **Note:** If you earn money in Rival challenges (before beginning a career), you can still access the Fight Store without having to fight and/or earn money in Career mode.

HARD HITS

Swing away in this arcade-like mode where the rules are simple – knock your opponent to the canvas as many times as you can. Trading punches in 15 un-timed rounds, your goal is to win more rounds than your opponent. A knockdown wins the round and the boxer with the most knockdowns at end of the fight wins the match. You can also unload a nasty Haymaker and end the bout with a KO.

SPARRING

Get an extra edge before the fight by training against a sparring partner. Work on your power, speed and other

areas of your game before stepping into the ring when it counts. You can end a sparring session via the Pause menu.

MULTIPLAYER MODE

Become a boxing legend as you take on the best fighters from across the nation ... or across the room. Both Ad-Hoc and Infrastructure games feature Play Now bouts.

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT www.easports.com. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.easports.com.

PLAYING BEHIND A FIREWALL:

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: 3658 (peer-to-peer connection).

Hint: A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network information. They may be required when connecting to an access point or a router. This information is generally set in the access point or router using a PC.

CREATE NEW CAREER

Create a fighter who looks like you with the analog body and facial sculpting controls and see if you can become boxing's greatest champion. After a boxer is created, he can fight in any game mode.

NEW BOXER

From head shape and body physique, to tattoos and clothing – you can customise just about anything and throw them in the ring. You can personalise your fighter with a name and select the weight class he fights in. From the boxing stance and fighting style to the details of a build and physique, you have complete control.

After you have created a boxer, adjust his skill ratings and get ready to throw your hat in the ring. Although you have a limited amount of rating points to work with up front, you can earn more by winning big in Rival Challenges and Career mode.